

WHAT IS CLAIMED IS:

- 1 1. A game system comprising:
 - 2 a plurality of game machines; and
 - 3 a server in communication with said game machines,
 - 4 each of said game machines capable of playing different
 - 5 kinds of games from each other,
 - 6 each of said game machines comprising a first sending device
 - 7 for sending sending-information including:
 - 8 identification-information to identify a user,
 - 9 said server comprising:
 - 10 a point storage device for storing the
 - 11 identification-information and points and corresponding
 - 12 identification-information with the points,
 - 13 the points are given in accordance with contents of a user's
 - 14 playing in each game on each of said game machines and have a
 - 15 trading value unified thorough the games;
 - 16 a trading device for trading the points for any one of
 - 17 a plurality of unique datas, each of which is used uniquely in
 - 18 any one of the games; and
 - 19 a second sending device for sending the traded unique data,
 - 20 wherein one of said game machines each and said server
 - 21 comprises a converting device for converting play-information
 - 22 indicating the contents of user's playing in each game on each
 - 23 of said game machines into the points.
- 1 2. The game system according to claim 1,
 - 2 wherein, when said converting device is mounted on each

3 of said game machines, the sending-information includes the
4 points; and

5 when said converting device is mounted on said server,
6 the sending-information includes the play-information.

7

8 3. The game system according to claim 1, wherein said server
9 comprises:

10 a data storage device for storing user available data that
11 the identification-information and at least one of the plurality
12 of unique datas available to the user are associated with each
13 other; and

14 a storage control device for, when said server receives
15 a trading request to trade any one of the plurality of unique
16 datas together with the identification-information, updating
17 the points, corresponding to the received
18 identification-information in said point storage device, to a
19 value obtained by subtracting points corresponding to the unique
20 data to be traded, and

21 said trading device allows the unique data to be traded
22 to be reflected in the user available data corresponding to the
23 received identification-information in said data storage device.

1 4. The game system according to claim 3, wherein said point
2 storage device further stores authentication information for
3 verifying the user in association with the
4 identification-information and the points; and

5 said trading device and said storage control device update

6 the points stored in said point storage device and the user
7 available data stored in said data storage device according to
8 the trading request, in the case where the user is authenticated
9 as a proper user based on the authentication information.

1 5. The game system according to claim 3,
2 wherein, when any one of designating informations each
3 of which designates any one of the plurality of unique datas
4 and the identification-information are sent in association with
5 each other from said game machine to said server, when the user
6 available data that the unique data designated by the sent
7 designating information is associated with the sent
8 identification-information is stored in said data storage device,
9 said second sending device sends the designated unique data to
10 said game machine.

1 6. The game system according to claim 5, wherein said data
2 storage device comprises:
3 a first storage device for storing the plurality of unique
4 datas and the designating informations each of which designates
5 each of the plurality of unique datas so to be associated with
6 each other; and
7 a second storage device for storing the designating
8 informations, each of which designates the unique data available
9 to the user among the designating informations stored in said
10 first storage device, and the identification-information so as
11 to be associated with each other; and

12 when said server receives the identification-information
13 from said game machine, said second sending device reads the
14 designating informations stored in association with the received
15 identification-information from said second storage device and
16 sends the read designating informations to said game machine,
17 and, when said server receives a designating information selected
18 among the sent designating informations from said game machine,
19 said second sending device reads the unique data stored in
20 association with the received designating information from said
21 first storage device and sends the read unique data to said game
22 machine.

1 7. The game system according to claim 3,
2 wherein when said server receives a donation request
3 including:
4 the identification-information of a sender;
5 the identification-information of a receiver, and:
6 points to be donated from the sender to the receiver:
7 said storage control device subtracts the points to be
8 donated from the points stored in said point storage device in
9 association with the identification-information of the sender,
10 and adds the points to be donated to the points stored in said
11 point storage device in association with the
12 identification-information of the receiver.

1 8. The game system according to claim 7, wherein said server
2 comprises:

3 a notification device for notifying a user to be the receiver
4 of donation, when said storage control device updates the points
5 stored in said point storage device according to the donation
6 request.

1 9. The game system according to claim 3,
2 wherein the identification-information is an individual
3 identification-information to identify the user for each kind
4 of the games,
5 said data storage device comprises an individual storage
6 device controlled for each kind of the games, and said individual
7 storage device stores individual available data that the
8 individual identification-information and at least one of the
9 plurality of unique datas available to the user are associated
10 with each other, and
11 when said server receives a common
12 identification-information issuing request including common
13 identification-information to link the individual
14 identification-informations corresponding to a same user and
15 the individual identification-informations to be linked, said
16 storage control device stores the received common
17 identification-information and the received individual
18 identification-informations so as to be associated with each
19 other in said point storage device.

1 10. The game system according to claim 9,
2 wherein said game machine comprises a readout device for

3 reading out the individual identification-information from an
4 information storage medium storing any one of the individual
5 identification-informations, and said first sending device sends
6 the individual identification-information read out by said
7 readout device to said server.

1 11. A server for communicating with a plurality of game
2 machines capable of playing different kinds of games from each
3 other, comprising:

4 a point storage device for storing
5 identification-information for identifying a user and points
6 so as to be corresponded with each other, the points being given
7 in accordance with contents of user's playing in each game on
8 each of said game machines and having a trading value unified
9 through the games;

10 a trading device for trading the points for any one of
11 a plurality of unique datas, each of which is used uniquely in
12 any one of the games; and

13 a sending device for sending the traded unique data to
14 said game machines.

1 12. The server according to claim 11, comprising:

2 a converting device for converting play-information
3 indicating the contents of user's playing in each game on each
4 of said game machines to the points; and

5 a storage control device which, upon reception of the
6 identification-information and the play-information from said

7 game machine, allows the converted points to be reflected in
8 the points stored in the point storage device in association
9 with the received identification-information.

1 13. The server according to claim 12, comprising:
2 a data storage device for storing user available data that
3 identification-information and at least one of the plurality
4 of the unique datas available to the user are associated with
5 each other; and
6 said storage control device which, upon reception of a
7 trading request to trade any one of the plurality of unique datas
8 togetherwiththe identification-information, updates thepoints,
9 corresponding to the received identification-information insaid
10 point storage device, to a value obtained by subtracting points
11 corresponding to the unique data to be traded, and
12 said trading device allows the unique data to be traded
13 to be reflected in the user available data corresponding to the
14 received identification-information insaiddata storage device.

1 14. The server according to claim 13, wherein when any one
2 of designating informations each of which designates any one
3 of the plurality of unique datas and the
4 identification-information are sent in association with each
5 other from said game machine to said server, in the case where
6 the user available data that the unique data designated by the
7 sent designating information is associated with the sent
8 identification-information is stored in said data storage device,

9 said sending device sends the designated unique data to said
10 game machine.

1 15. The server according to claim 14,
2 wherein said data storage device comprises:
3 a first storage device for storing the plurality of unique
4 datas and the designating informations each of which designates
5 each of the plurality of unique datas so as to be associated
6 with each other, and a second storage device for storing the
7 designating informations, each of which designates the unique
8 data available to the user among the designating informations
9 stored in said first storage device, and the
10 identification-information so as to be associated with each other,
11 and

12 upon reception of the identification-information from said
13 game machine, said sending device reads the designating
14 informations stored in association with the received
15 identification-information from said second storage device and
16 sends the read designating informations to said game machine,
17 and, upon reception of a designating information selected among
18 the sent designating informations from said game machine, said
19 sending device reads the unique data stored in association with
20 the received designating information from said first storage
21 device and sends the read unique data to said game machine.

1 16. The server according to claim 15,
2 wherein when said server receives a donation request

3 including the identification-information of a sender, the
4 identification-information of a receiver, and points to be
5 donated from the sender to the receiver, said storage control
6 device subtracts the points to be donated from the points stored
7 in said point storage device in association with the
8 identification-information of the sender, and adds the points
9 to be donated to the points stored in said point storage device
10 in association with the identification-information of the
11 receiver.

1 17. The server according to claim 16, comprising a notification
2 device for notifying a user to be the receiver that donation
3 has been done, when said storage control device updates the points
4 stored in said point storage device according to the donation
5 request.

1 18. The server according to 13,
2 wherein the identification-information is an individual
3 identification-information to identify the user for each kind
4 of the games,
5 said data storage device comprises an individual storage
6 device controlled for each kind of the games, and said individual
7 storage device stores individual available data that the
8 individual identification-information and at least one of the
9 plurality of unique datas available to the user are associated
10 with each other, and
11 when said server receives a common

12 identification-information issuing request including common
13 identification-information to link the individual
14 identification-informations corresponding to a same user and
15 the individual identification-informations to be linked, said
16 storage control device stores the received common
17 identification-information and the received individual
18 identification-informations so as to be associated with each
19 other in said point storage device.

1 19. A register terminal being connected via a communication
2 network with a server controlling an individual
3 identification-information for identifying a user and data
4 available to the user in association with each other for each
5 kind of games, and controlling common identification-information
6 for linking the individual identification-informations
7 corresponding to a same user and points given in accordance with
8 contents of user's playing and having a trading value unified
9 through the games in association with each other,
10 said register terminal comprising:
11 a readout device for reading out the individual
12 identification-information from an information storage medium
13 storing any one of the individual identification-informations;
14 an input device for inputting the common
15 identification-information; and
16 a sending device for sending the common
17 identification-information input by said input device and the
18 read out individual identification-information to said server.

1 20. A method for a game system including a plurality of games
2 and a user, comprising:
3 converting play-information indicating the contents of
4 the user playing one of the plurality of games into points;
5 awarding points to the user for playing at least one of
6 the plurality of games;
7 storing said points with corresponding
8 identification-information used to identify the user;
9 setting a trading value for said points which is unified
10 throughout the plurality of games; and
11 trading said points for any one of a plurality of unique
12 datas, each of said unique datas is used uniquely in any one
13 of the plurality of games.